



AGES 13+

DARK NIGHTS

5

DEATH METAL



Capullo
20
+fco
Glanton

SNYDER + CAPULLO + GLANTON + PLASCENCIA

DEATH METAL

AN ANTI-CRISIS PART V

THE MAN OF NO TOMORROW

BY SCOTT "THE SCOURGE" SNYDER & GREG "COLD-BLOODED" CAPULLO



WITH

INKS - JONATHAN "GALLOWS GOD" GLAPION

COLORS - FCO "PITCH BLACK" PLASCENCIA

LETTERS - TOM "TERRORDOME" NAPOLITANO

COVER BY GREG CAPULLO, JONATHAN GLAPION & FCO PLASCENCIA

MINDHUNTER VARIANT COVER BY DAVID "THE FEARLESS" FINCH

& STEVE "THE FORSAKEN" FIRCHOW

SPECTRE VARIANT COVER BY KHEL "KILLER" NGU

HULL VARIANT COVER BY STANLEY "ARTGERM, A.K.A. LETHAL WEAPON" LAU

1:25 VARIANT COVER BY DOUG "MAYHEM" MAHNKE

& DAVID "BATTLEAXE" BARON

CARTOGRAPHER - JARED "BLACK HAND" BLANDO

PUBLICATION DESIGN - DARRAN "THE REAPER" ROBINSON

EDITORS - ANDREW "MISDEMEANOR" MARINO & MARIE "THE MACHINE" JAVINS

SUPERMAN CREATED BY JERRY SIEGEL AND JOE SHUSTER
BY SPECIAL ARRANGEMENT WITH THE JERRY SIEGEL FAMILY



I KNOW,
I KNOW...

THIS IS
THE PART WHERE
YOU'RE EXPECTING
SOMEONE TO GIVE
YOU A PEP
TALK.



HI!

I
CAN DO
IT IF YOU
WANT.

I CAN USE
THE ONE WONDER
WOMAN GAVE ON MY
WORLD. SEE, I HAD THEM
DOWN AND OUT, ALL THE
HEROES, BUT THEN...SHE
GAVE THIS *SPEECH* ABOUT
NEVER ACCEPTING AN
ENDING, "FIGHTING LIKE
THERE'S ALWAYS
TOMORROW!"

AND
GUESS
WHAT? THEY
WON!



AFTERWARDS,
THE *SPEECH* BECAME
FAMOUS, EVEN HALLOWED.
EVERYONE LEARNED IT.
FOLKS EVEN GAVE
WONDER WOMAN THIS
MEDAL TO HONOR
IT.



I MEAN, I'D ALREADY
BOOBY-TRAPPED THE MEDAL
WITH *GODKILLER SWORD*
NEEDLES SO IT KILLED HER
AND THEN THE WORLD
FELL TO ME, BUT THAT
SPEECH. WHOOP.



HERE, IT
STARTED LIKE
THIS...

...I'LL TRY
TO DO YOUR
VOICE...

Sisters,
brothers,
today--

ROBIN
KING,
COME.



YOU
CAN KILL
THEM SOON
ENOUGH.



NO!
FIGHT
US HERE,
COWARD!
NOW!



THE FIGHT IS LONG
OVER, DIANA. YOU
LOST THE MOMENT
YOU STRUCK
ME.

NOW
IF YOU'LL
EXCUSE
ME...

...I HAVE
A GOD
TO KILL.



CASTLE
BAT. HOLD
THEM UNTIL
IT'S TIME.

YES, MY
LORD.

RUMBLE







AND YOU, PIANA, WHAT SHALL I CHOOSE TO TELL YOU?



THE MAD MONK'S LAIR HELD ALL SORTS OF ITEMS, FROM HEPHAESTUS'S TONGS TO ENTROPIC GEMS.

THE OBLIVION BAR'S ENTRANCE LAY IN GOTHAM, SO MAYBE PIECES OF THE NIGHT SWORD...



SO MANY CHOICES. BUT REGARDLESS, THIS IS WHERE YOU MEET YOUR--



AGH!



I THINK THE WORD HE WAS LOOKING FOR...



...WAS
"DOOM."



"WHERE
YOU MEET YOUR
'END,'" IS MORE
BATMAN.

BATMAN'S
RIGHT. "DOOM"
IS DECIDEDLY
MORE...



...LEX
LUTHOR.

YOU'RE
SUPPOSED TO
BE DEAD.

MUCH OF
ME IS DEAD,
WONDER
WOMAN.

WHAT'S LEFT
IS OFFERING YOU
REFUGE IN THE
HALL OF DOOM.
BUT YOU MUST
HURRY.



HOW
CAN WE
TRUST
YOU?

YOU CAN'T,
BUT MORE
BATMEN WILL
BE HERE ANY
MOMENT.



SPEAKING OF
BATMEN, WHAT'D
YOU DO TO THE
CASTLE GUY?

SIMPLE. I
TRANSFERRED
HIS SOUL FROM
THAT GOTHAM,
TO THE ONE IN
YOUR HAND.

THANKS TO A
MODIFIED **BRAINIAC**
ALGORITHM, HE WILL
REMAIN TRAPPED
INSIDE FOR
CENTURIES, EVEN
THOUSANDS
OF YEA--



OR
YOU COULD
STEP ON
HIM.

LUTHOR.
WHY ARE
YOU HERE?
TRULY?

I'M HERE
BECAUSE IT'S
TIME TO END
THINGS...





SOON THE ONE WHO LAUGHS WILL KILL PERPETUA, AND ONCE SHE'S DEAD HE'LL FINISH USING OUR FEARS TO BUILD HIS OWN NIGHTMARE MULTIVERSE.

WHEN HE'S DONE, HE'LL KILL US ALL AND SURROUND THIS EMPTY EARTH--THE CORE OF OUR REALITY--WITH HIS OWN VERSIONS.

RIGHT NOW, THOUGH, HE *STILL* HAS ONLY A HANDFUL OF BABY WORLDS. WE NEED TO ACT. IF...YOU'LL HEAR ME OUT.

THERE IS PART OF ME THAT DOESN'T WANT TO LISTEN TO ANYTHING YOU HAVE TO SAY, LUTHOR.

YOU'RE THE ONE WHO FREED PERPETUA. SO MUCH OF THIS IS YOUR DOING...

BUT SEEING WHAT'S HAPPENED TO YOU...SAY YOUR PIECE.

YEAH, HOW DO WE GET MORE *CRISIS* ENERGY? IF ANYONE THINKS *BIG*, IT'S YOU!

THAT'S JUST IT, THOUGH.

MY PROPOSITION IS, FOR *ONCE*, THAT WE *DON'T* THINK *BIG*.

WE THINK *SMALL*.

WHAT ARE YOU TALKING ABOUT?



"I'M TALKING ABOUT *SMALLNESS*, SUPERMAN. I WAS BORN IN A PLACE NAMED FOR IT: SMALLVILLE, KANSAS.

"WHEN I WAS A BOY, ONE OF MY FAVORITE THINGS TO DO WAS GO TO THE RUN-DOWN PLANETARIUM IN THE SCIENCE MUSEUM.



"MY HOME LIFE WAS NOT HAPPY, AND SO THE PLANETARIUM WAS MY ESCAPE.

"THEY SHOWED THE SAME FILM EVERY DAY, *THE GREAT BEGINNING* ALL ABOUT THE BIRTH OF THE GALAXY. THE BIG BANG, THE FORMATION OF THE STARS, THE PLANETS, LIFE ITSELF, ALL THE WAY TO SMALLVILLE.

"I LOVED IT. IT MADE ME FEEL LIKE A TINY PART OF THIS EPIC STORY OF LIFE.

"ONE DAY, THOUGH, THE PROJECTIONIST, HE LOADED THE FILM WRONG AND PLAYED IT IN REVERSE. INSTEAD OF STARTING AT THE BEGINNING, THE STORY STARTED NOW AND WORKED BACKWARDS.



"EVERYTHING WAS UNMADE--HUMAN LIFE, THE EARTH, THE GALAXY--UNTIL THERE WAS NOTHING LEFT BUT A SPECK, AND THEN AT THE END, THAT TITLE, *THE GREAT BEGINNING*.



"AT HOME, I TOLD MY FATHER ABOUT THE INCIDENT, AND AFTER YELLING AT ME FOR INTERRUPTING HIS WORK, HE TOLD ME THAT WATCHING THE FILM THAT WAY WAS THE BETTER LESSON ANYHOW.

"I ASKED HIM WHAT HE MEANT. HE EXPLAINED HOW THE SOLAR SYSTEM IS DOOMED TO END, SWALLOWED BY THE SUN, EVERYTHING UNDONE.



"'NOTHING MATTERS BUT NOW,' HE SAID, TURNING BACK TO HIS WORK. 'SO GO MAKE SOMETHING OF YOURSELF.'

"THAT NIGHT I LAY AWAKE IN MY BED. FOR THE FIRST TIME, THE SMALLNESS OF MY TOWN, OF MY OWN EXISTENCE, OF *EVERYTHING*...INSTEAD OF COMFORTING ME, IT *SCARED* ME.

"THE STARS HAD MADE ME FEEL PART OF A STORY. NOW THE STORY WAS TOO BIG, AND WOULD GO ON WITHOUT ME, AND I HATED THEM. I WANTED A CAKE, LIKE IN ALICE IN WONDERLAND, SOMETHING I COULD EAT AND BECOME BIG, BIGGER THAN EVERYTHING."





ENOUGH WITH THE TRIP DOWN MEMORY LANE, LUTHOR. WHAT'S YOUR **PLAN**? WE NEED **CRISIS ENERGY** TO FIGHT THAT DEMON.

THE PLAN, EARS...



...IS **THIS LITTLE BASTICH.**

UH TALK ABOUT **SMALLNESS.** CRISIS ENERGY IS IN THERE? IT LOOKS LIKE A RING BOX. YOU PROPOSING TO SOMEONE, LOBO?

DON'T GET YER HOPES UP.

TO WIN AGAINST **BARBATOS** YOU USED METAL X.*

AFTERWARD, THE **MONITOR** LOCKED THE SHARDS AWAY IN DIFFERENT LEVELS OF REALITY.



*SEE DARK NIGHTS: METAL #7! --MARIE

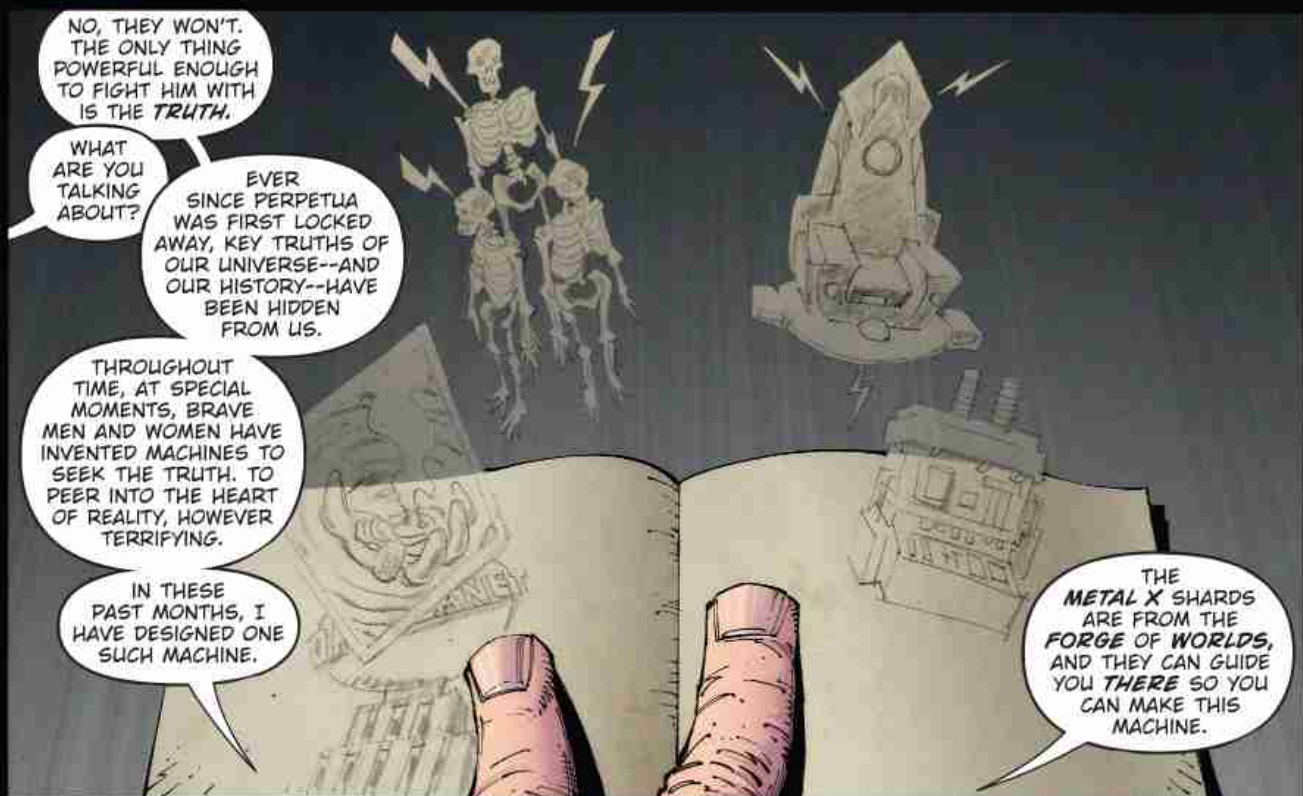


LOBO, WITH HIS UNIQUE REGENERATIVE ABILITIES-- AND BADASSNESS.

--WAS ONE OF THE ONLY BEINGS WHO COULD ATTAIN THEM.

THE **BATMAN WHO LAUGHS** IS NOW MORE POWERFUL THAN BARBATOS EVER WAS, LUTHOR.

SHARDS OF TENTH METAL WON'T BE ENOUGH.



NO, THEY WON'T. THE ONLY THING POWERFUL ENOUGH TO FIGHT HIM WITH IS THE **TRUTH.**

WHAT ARE YOU TALKING ABOUT?

EVER SINCE PERPETUA WAS FIRST LOCKED AWAY, KEY TRUTHS OF OUR UNIVERSE--AND OUR HISTORY--HAVE BEEN HIDDEN FROM US.

THROUGHOUT TIME, AT SPECIAL MOMENTS, BRAVE MEN AND WOMEN HAVE INVENTED MACHINES TO SEEK THE TRUTH. TO PEER INTO THE HEART OF REALITY, HOWEVER TERRIFYING.

IN THESE PAST MONTHS, I HAVE DESIGNED ONE SUCH MACHINE.

THE **METAL X SHARDS** ARE FROM THE **FORGE OF WORLDS**, AND THEY CAN GUIDE YOU **THERE** SO YOU CAN MAKE THIS MACHINE.

"I DON'T UNDERSTAND. THIS MACHINE, IT WILL HELP US REDIRECT CRISIS ENERGY TO US, SO WE CAN FIGHT HIM?"

"NO."

"WE ARE ALL THE BATTERIES FOR CRISIS ENERGY AND ITS OPPOSITE."

"CRISIS ENERGY IS BORN OF OUR FEARS, OUR ANGER, OUR DESIRE TO BE BIG. IT INVITES US TO CHANGE HISTORY, TO MAKE THE PRESENT MORE IMPORTANT."

"BUT ANTI-CRISIS ENERGY IS CONNECTIVE. IT UNITES PEOPLE THROUGH MEMORY AND HISTORY, REMINDING US WE ARE SMALL, BUT PART OF ONE EPIC STORY."

"BUILD MY MACHINE AND USE IT TO *UNKNOT* THE TIMELINE AND RESTORE EVERYONE'S MEMORIES."

"IN DOING SO, YOU WILL CONNECT US ALL TO THE TRUTH, AND CREATE A POWERFUL STREAM OF ANTI-CRISIS ENERGY YOU MIGHT BE ABLE TO USE TO FIGHT HIM."

BUT I *USED* ANTI-CRISIS ENERGY AGAINST PERPETUA LAST TIME, AND IT DIDN'T WORK.

CRISIS ENERGY WAS MORE POWERFUL BY FAR.

NO...IT WASN'T.

WHAT ARE YOU... MY GOD...

IT WAS MY FAULT, WASN'T IT?

"I...I REMEMBER. SHE TAUNTED ME, TOLD ME THAT IF I WON USING ANTI-CRISIS ENERGY, EVERYTHING WOULD BE BROUGHT TO BEAR. ALL HISTORY WOULD MATTER. TIME WOULD UNKNOT...MANY OF US WOULD BE DEAD."

"YOU SAW THE TRUTH AND IT MADE YOU SCARED. AS I WAS THAT DAY LONG AGO."

"YES. I HESITATED AND...I GAVE HER THE CHANCE TO REGROUP, CALL ON THE ONE WHO LAUGHS..."

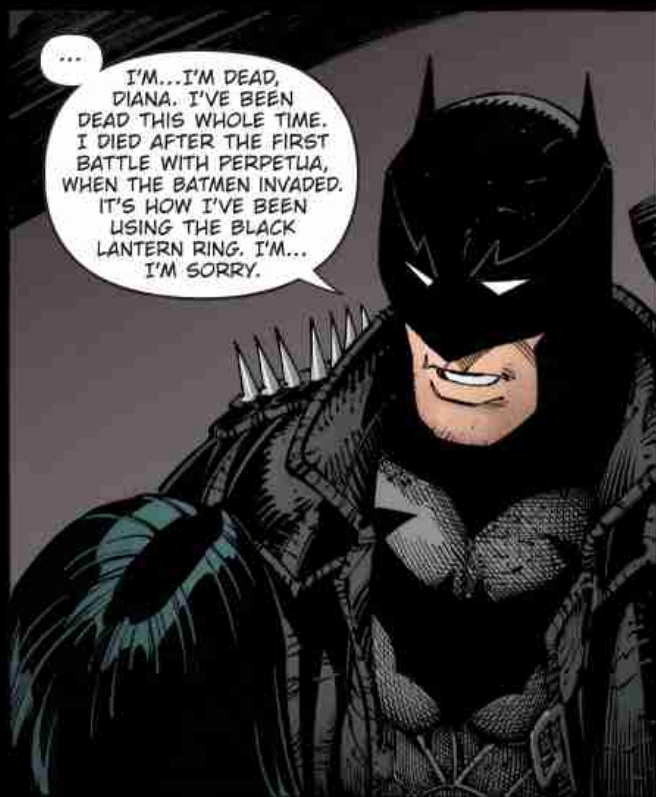
DIANA, LOOK AT ME. I AM THE MOVIE I SAW IN THE SMALLVILLE PLANETARIUM.

EVERYTHING I BUILT IS GONE. ALL MY DEEDS EXPOSED.

BUT INSTEAD OF TRYING TO RE-CREATE THE PAST, I AM WELCOMING THE FUTURE. AND IT FEELS LESS LIKE AN ENDING, THAN...

...A "GREAT BEGINNING."

YES.





I WAS **WRONG** TO THINK WE COULD USE CRISIS ENERGY TO RESTART THE MULTIVERSE.

WHATEVER REALITY WE MADE, NO MATTER HOW BRIGHT, WOULD BE BUILT OUT OF A DESIRE TO CONTROL ITS SHAPE. WE **CAN'T** RESTART EVERYTHING OUR WAY. AND WE CAN'T GO BACK TO THE PAST.

INSTEAD, WE WILL **LINKNOT** THE ROPE AND EVERYTHING WILL MATTER. GOOD, BAD, AND UNCERTAIN AS IT MIGHT BE, WE WILL GREET WHAT NEW FUTURE AWAITS WITH **HOPE**.



WE'LL SAID.

THANK YOU. BUT YOUR PLAN ISN'T ENOUGH, LUTHOR.

WE NEED TO GET THE ONE WHO LAUGHS BACK HERE NOW, BEFORE HIS MULTIVERSE IS **MORE** THAN A FEW LITTLE PLANETS.

AND HOW ARE WE SUPPOSED TO DO THAT?



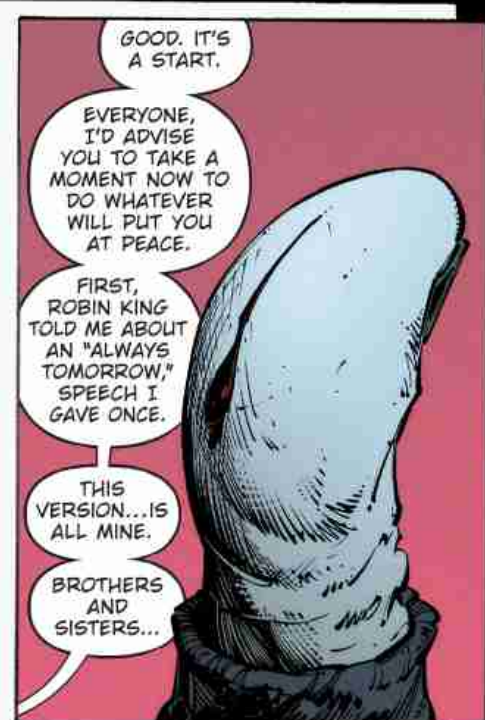
I HAVE AN IDEA. BUT IT'S GOING TO REQUIRE SOLDIERS. LOBO, IT'S TRUE, WHAT THEY SAY ABOUT YOU?

YOUR REGENERATIVE ABILITIES?



ALL THE RUMORS ABOUT ME ARE TRUE.

BUT YES, THERE'S PLENTY OF THE MAIN MAN TO GO AROUND.



GOOD. IT'S A START.

EVERYONE, I'D ADVISE YOU TO TAKE A MOMENT NOW TO DO WHATEVER WILL PUT YOU AT PEACE.

FIRST, ROBIN KING TOLD ME ABOUT AN "ALWAYS TOMORROW," SPEECH I GAVE ONCE.

THIS VERSION...IS ALL MINE.

BROTHERS AND SISTERS...





ALL RIGHT,
WE'RE OVER
THE ROCK OF
ETERNITY!



THE STRAIGHTEST
ROUTE TO THE FORGE
IS THROUGH IT!
THE METAL SHOULD
TAKE YOU RIGHT
THERE.

GIVE
ME YOUR
BOOK.



IT'S NOT
MINE. IT'S
THE JOURNAL
OF **CARTER
HALL**.

IT'S THE
MOST THOROUGH
ACCOUNT OF OUR
SHARED HISTORY.
MY DESIGN IS AT
THE END.

I HAVE
ONE QUESTION,
LUTHOR. WHY NOT
DO THIS YOURSELF?
BE THE HERO.



I'M TOO WEAK, DIANA.
BUT EVEN IF I WASN'T,
THIS IS **YOUR**
TASK.

SUPERMAN
SEEKS TO PULL
OUT THE BEST
IN US.

BATMAN
SEEKS TO CURB
THE WORST.
YOU...

...SEEK
THE TRUTH.

AND IN
THIS FINAL WAR,
THE TRUTH IS THE
METAL BY WHICH WE
WILL LIVE OR DIE.

LEX.
THANK
YOU.

ALL RIGHT, MY
MAIN MEN...



LET'S
DO THIS!







HE'S
SENT HIS EVIL
EARTHS! I CAN
SENSE THEM
COMING!

GET
PREPARED!

BIZARRO
SO NOT
PREPARED.

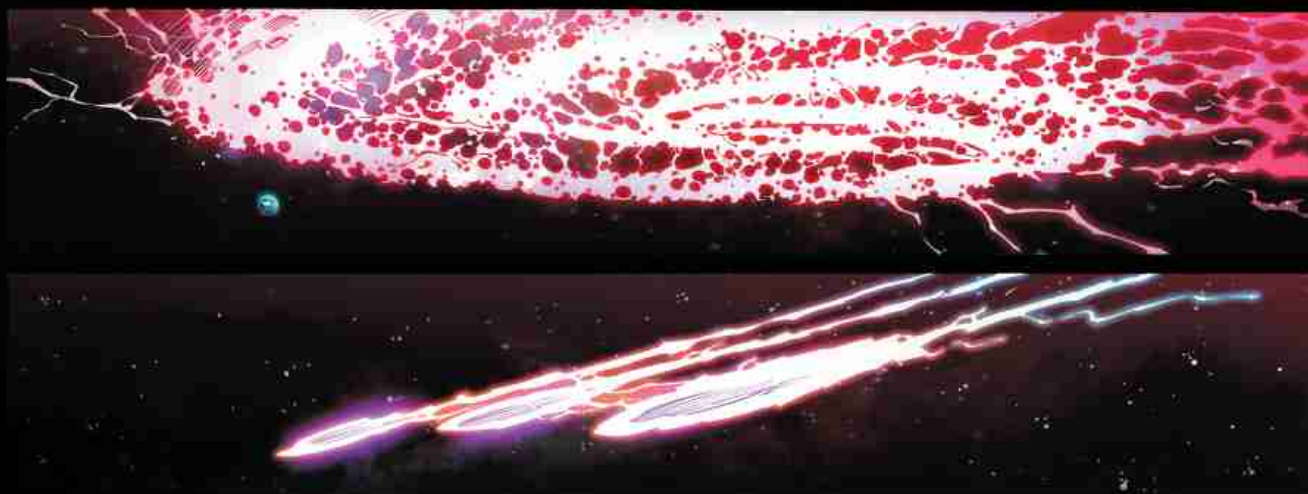
WAIT,
WHAT?

I HAVE A
VERY SHARP
ROCK!

FROM HERE
ON OUT, WE FIGHT
TOGETHER, EVERY
LIVING BEING
ON THIS--

AHEM.





★ "...WE FIGHT
LIKE THERE IS NO
TOMORROW!"

TO BE CONTINUED

DC NATION SPECIAL EDITION

JUSTICE LEAGUE **ENDLESS WINTER**



GO BEHIND THE SCENES OF THE 9-ISSUE EPIC EVENT!

DECEMBER 2020



There's a chill wind blowing across the DC Universe in the crossover event *Endless Winter*, coming in December! An ancient evil has emerged from the Arctic wilderness—and only the combined might of the Justice League, the Teen Titans, and other unexpected superbeings—Black Adam? What's he doing here?—can put a stop to it and save the world from becoming a permafrost nightmare.

Co-written by Andy Lanning and Ron Marz and illustrated by an array of top artists, *Endless Winter* runs for a total of nine chapters, bookended by *Justice League: Endless Winter* #1 and #2.

Designs by
Mikel Janin



JUSTICE LEAGUE... VIKING?

It all starts when an ancient and malevolent being known as the Frost King bursts out of the snowbound former site of the Fortress of Solitude. Bent on revenge and mad with power, the Frost King's thirst for vengeance can be traced back to a bygone era when he was defeated by a proto-Justice League made up of Queen Hippolyta, Swamp Thing, the Viking Prince, and Black Adam!

"We felt like heroes would band together in every era, and we wanted to show off what we eventually came to call the Justice League Viking," says Ron Marz. "We had to sort out which characters would logically be around in the 10th century, and then figure out how those relationships work. The short version is...not everybody gets along."

Andy Lanning adds, "Having the JLV in the past to contrast with the League in the present was a great way to show how the heroes of today operate with a different ethos than the warriors of the past. Needless to say, the ancient way of the warrior is more confrontational, and all of their larger-than-life personalities send sparks flying."

PAST SECRETS EQUAL PRESENT DOOM

What happened in the distant past leads directly to battle in today's DC Universe as the Justice League struggles to stop the Frost King, his army of ice monsters, and the coming of an apocalyptic winter storm that threatens to wipe out life on Earth. And while all this is happening, Black Adam and what remains of the JLV team must face the consequences of decisions they made in the past—including some that none of them want revealed.

As Lanning explains, "At the root of the secret are actions taken centuries ago, actions some of the characters regret, which created ramifications in the present that they must revisit again." But those secrets will have to remain under wraps for now.



Design by
Mike Perkins

BLACK ADAM vs. FROST KING

At the center of the JLV's internal conflicts is Black Adam. As leader of the modern nation of Kahndaq, he has vowed to protect his people from the Frost King, no matter who gets in his way.

"Black Adam is a man on a mission, and he will not let anyone or anything stand in his way," says Lanning. "He has his own unique, single-minded approach to achieving results."

"He's not really a hero, but he's not really a villain. He has his own agenda and he is genuinely driven to protect his nation," adds Marz. "He's very much the hero of his own story, and that makes for a fascinating character."



HEROES UNITE

Along with the Justice League and what remains of the JLV, *Endless Winter* also features appearances by the present-day Teen Titans, members of the original New Teen Titans, and Aquaman's own army of fire trolls, direct from the Earth's core.

"The spine of the story is the Justice League, of course, so we keep coming back to them," Marz explains. "There are some interactions as the story unfolds that I really enjoy, including an encounter between the Flash and Black Adam, Superman going to visit his parents, Aquaman and Mera side by side, and even the Teen Titans discovering a new hero."

"Getting to play with such a great cast of cool superheroes is like catnip: from the Justice League to the Teen Titans, Aquaman to

Black Adam, and—probably my personal favorite—the Justice League Dark," says Lanning. "The story isn't all fantasy and fistfights, though. It also reflects present-day concerns about our environment."

"Our story deals with some extreme weather conditions spreading across the globe and having a serious impact on humanity," says Marz. "It's not very different from what we're dealing with in real life, as climate change spawns more extreme conditions, from hurricanes to wildfires."

ENDLESS WINTER'S HOTTEST ARTISTS

To pull off an event this big, DC enlisted a cadre of artists, including Howard Porter (*JLA*, *The Flash*), Phil Hester (*Green Arrow*), Xermanico (*The Green Lantern: Blackstars*), Jesus Merino (*Wonder Woman*), Amancay Nahuelpan (*Justice League Dark*), Brandon Peterson (*Green Lanterns*), Marco Santucci (*Shazam!*), Carmine Di Giandomenico (*The Flash*), Clayton Henry, and Miguel Mendonça.

"Getting to see how the amazing artists we're working with bring our ideas to life just inspires us more and makes us want to raise our own game," says Lanning. "Looking at the pages, we're determined to keep up our end of the bargain because the artwork is looking bloody lovely!"

"The real pleasure is working with so many great artists, and seeing all those pages rolling in day after day," Marz says. "That's still the magical part of this job."



JUSTICE LEAGUE **ENDLESS WINTER**



CHECKLIST

CHAPTER

ON SALE

1

JUSTICE LEAGUE: ENDLESS WINTER #1

DEC 1

2

THE FLASH #767

DEC 8

3

SUPERMAN: ENDLESS WINTER SPECIAL #1

DEC 8

4

AQUAMAN #66

DEC 15

5

JUSTICE LEAGUE #58

DEC 15

6

TEEN TITANS: ENDLESS WINTER SPECIAL #1

DEC 15

7

JUSTICE LEAGUE DARK #29

DEC 22

8

BLACK ADAM: ENDLESS WINTER SPECIAL #1

DEC 22

9

JUSTICE LEAGUE: ENDLESS WINTER #2

DEC 29



THEIR PAST. THEIR PRESENT. HER FUTURE.

BATMAN CATWOMAN

12 Issues
DECEMBER

DC
BLACK
LABEL
Ages 17+

Written by
Tom King

Art by
Clay Mann



INTERVIEW WITH INKER JONATHAN GLAPION

Jonathan Glapion has teamed with Scott Snyder and Greg Capullo on past DC epics *Batman: Last Knight on Earth* and the original *Dark Nights: Metal*. With *Dark Nights: Death Metal* currently blowing minds across the Multiverse, the inker shared his insight on what's made the mayhem of *Death Metal* so memorable.

For you as an alum of the original *Dark Nights: Metal*, what's been fun about *Dark Nights: Death Metal*? Which moments have you really enjoyed working on?

It's fun for me because it's like *Dark Nights: Metal* on acid—in every moment, the volume is cranked up. The most memorable moment for me was seeing all the different Batmen.

The *Death Metal* character designs are bold and distinctive. What are your favorites from the series?

The Robin King and Darkfather are my favorite character designs, so far!



Wonder Woman is at the center of *Death Metal*. What do you like about the unique role she plays, and illustrating her in this story?

Having daughters, I really love being able to help portray such a strong female role model, especially with her as the rock star of this show. I'm having fun working on Greg's design of the character. Who wouldn't love a chainsaw-wielding, ombré-haired, badass Wonder Woman?!

The Batman Who Laughs was the breakout character from *Dark Nights: Metal*, and has now evolved into the Darkest Knight. What's exciting to you about that change?

Lately, he's been the fastest character to ink!



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The Last Kryptonian-DCP

